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EXAMINER	
CHOW, JEFFREY J	

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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary	Application No.	Applicant(s)	
	10/657,946	BROWN ET AL.	
	Examiner	Art Unit	
	Jeffrey J. Chow	2628	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *09 September 2003*.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *21-89* is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *21-89* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☐ The drawing(s) filed on _____ is/ are: a)☐ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☒ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☒ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date *09/09/2003*.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____ .
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

DETAILED ACTION

Claim Objections

Claim 21 is objected to because "an with the" is grammatically incorrect in line 3.

Claim 72 is objected to because "said" is misspelled in line 4.

Appropriate correction is required.

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

Claims 21 – 24, 32, 39 – 41, 65 – 68, 73 – 75, 81 – 83, 88, and 89 are rejected under 35 U.S.C. 103(a) as being unpatentable over Scully et al. (US 5,982,399) in view of Applicant's Admitted Prior Art (page 20, lines 21 – 24, lines 26 – 27).

Regarding independent claim 21, Scully teaches in a graphics system including a graphics application (column 3, line 22: graphics application118) communicating with graphics hardware (column 3, lines 39 – 45: the graphics hardware are bounded by renderer stack having multiple renderers 116) through a first driver sharing an interface with the graphics application (column 10, lines 22 – 25: version renderer 182 is an interface or driver that translates commands between the application 118 and an older renderer 184) and a second driver (column 4, line 47: physical renderer 136) sharing with the graphics hardware (column 3, lines 39 – 45: the graphics hardware are bounded by renderer stack having multiple renderers), and a graphics interface

(column 10: lines 22 – 25: version render is an interface) through which the first driver transmits original graphics call sequences to the second driver (column 10, lines 22 – 25: version renderer 182 is an interface or driver that translates commands between the application 118 and an older renderer 184), a performance optimization apparatus (column 3, lines 41: renderer stack) comprising at least one graphics call sequence optimizer (column 3, lines 39 – 45: renderers in the renderer stack), operationally interposed between the first and second driver (Figures 3 – 5, 8, and 9), configured to process one of the original graphics call sequence (column 3, line 46 – 55: commands) to produce an optimized graphics call sequence (column 3, line 46 – 55: modified command). It is inherent that since renderers communicate with each other that there is an interface for one renderer to communicate with another renderer. Scully does not explicitly mention the measuring means for measuring performance of the graphics system when processing the optimized graphics call sequence. APA teaches measuring means for measuring performance of an optimized graphics call sequence (page 20, lines 21-24, lines 26-27). It would be obvious to one skilled in the art at the time of the invention to combine the teachings of Scully with the teachings of APA in order to evaluate the performance of graphic calls. One would be motivated to do so because this allows users to evaluate benchmark tests.

Regarding dependent claim 22, Scully teaches the optimized graphics call sequence is provided to the graphics hardware (Figure 2: Modify Command Stream 122 then Transmit Command Stream To Sink 124; column 3, lines 64 – 67: high-speed graphics hardware 132).

Regarding dependent claim 23, Scully teaches at least one graphics call sequence optimizer comprising a first graphics call sequence optimizer that receives the original graphics call sequence and generates an intermediate optimized graphics call sequence, and a second

graphics call sequence optimizer that receives the intermediate optimized graphics call sequence and generates the optimized graphics call sequence (column 3, lines 56 – 67: A graphics application 118 provides commands to the renderer stack. Each renderer 126, 128, and 130 in the stack receives drawing commands from a source, e.g., the renderer above it, and sends drawing commands to a sink, e.g., the renderer below it).

Regarding dependent claim 24, Scully teaches a capture mechanism configured to capture the original graphics call sequence transmitted between the first and second drivers (Figure 2: Receive Command Stream From Source 120 and Modify Command Stream 122) and to provide the capture graphics call sequence to the at least one optimization means (Figure 2: Transmit command Stream To Sink 124).

Regarding dependent claim 32, Scully teaches at least one optimization means is distributed in the second driver and the graphics hardware to generate the optimized graphics call sequence during real-time operations of the graphics system (Figure 2: Modify Command Stream 122 then Transmit Command Stream To Sink 124; column 3, lines 64 – 67: high-speed graphics hardware 132).

Regarding dependent claim 39, Scully did not expressly disclose means for measuring performance of the original graphics call sequence to obtain a performance baseline against which the performance of the optimized graphics call sequence can be compared. APA teaches the measuring means measures the performance of a graphic call sequence to obtain a performance baseline against to compare the performance of other graphic call sequences (pg. 20, lines 19-27). It would be obvious to one skilled in the art at the time of the invention to combine the teachings of Scully with the teachings of APA in order to evaluate the performance

of graphic calls. One would be motivated to do so because this allows users to evaluate benchmark tests.

Regarding dependent claim 40, Scully did not expressly disclose measuring means comprises means for compiling the original and the optimized graphics call sequences. APA teaches the measuring means for compiling a graphic call sequence (pg. 20, lines 21-24, lines 26-27). It would be obvious that both call sequences are compiled for performance evaluating. One would be motivated to do so because this allows users to evaluate benchmark tests.

Regarding independent claim 41, Scully teaches in a graphics system including a graphics application (column 3, line 22: graphics application118) communicating with graphics hardware (column 3, lines 39 – 45: the graphics hardware are bounded by renderer stack having multiple renderers) through a first driver interfaced with the graphics application (column 10, lines 22 – 25: version renderer 182 is an interface or driver that translates commands between the application 118 and an older renderer 184) and a second driver interfaced with the graphics hardware (column 4, line 47: physical renderer 136, column 3, lines 39 – 45: the graphics hardware are bounded by renderer stack having multiple renderers), and a graphics interface (column 10: lines 22 – 25: version render is an interface) through which the first driver transmits original graphics call sequences to the second driver (column 10, lines 22 – 25: version renderer 182 is an interface or driver that translates commands between the application 118 and an older renderer 184), a method for optimizing the original graphics call sequence to generate an optimized graphics call sequence causing the graphics hardware to render with improved performance (column 3, line 46 – 55: modified command), a same image as the original graphics call sequence, the method comprising capturing the original graphics call sequence (Figure 2:

Receive Command Stream From Source 120), restructuring the original graphics call sequence to produce the optimized graphics call sequence (column 3, line 46 – 55: modified command). Scully did not expressly disclose measuring performance of the graphics system when processing the optimized graphics call sequence. APA teaches measuring means for measuring performance of an optimized graphics call sequence (page 20, lines 21-24, lines 26-27). It would be obvious to one skilled in the art at the time of the invention to combine the teachings of Scully with the teachings of APA in order to evaluate the performance of graphic calls.

Regarding dependent claims 65 and 66, claims 65 and 66 are similar in scope as to claims 39 and 40, thus the rejections for claims 39 and 40 hereinabove is applicable to claims 65 and 66.

Regarding independent claim 67, Scully teaches in a graphics system including a graphics application (column 3, line 22: graphics application118) communicably coupled with a graphics hardware (column 3, lines 39 – 45: the graphics hardware are bounded by renderer stack having multiple renderers) through a first driver interfaced with the graphics application (column 10, lines 22 – 25: version renderer 182 is an interface or driver that translates commands between the application 118 and an older renderer 184) and a second driver interfaced with the graphics hardware (column 4, line 47: physical renderer 136, column 3, lines 39 – 45: the graphics hardware are bounded by renderer stack having multiple renderers), the drivers communicating with each other through a graphics interface (column 10: lines 22 – 25: version render is an interface; column 10, lines 22 – 25: version renderer 182 is an interface or driver that translates commands between the application 118 and an older renderer 184), a performance optimization apparatus comprising graphics call sequence optimization means for processing the original graphics call sequence to produce an optimized graphics call sequence (column 3, line 46 – 55:

modified command). Scully did not expressly disclose measuring means for measuring performance of the graphics system when processing the optimized graphics call sequence. APA teaches measuring means for measuring performance of an optimized graphics call sequence (page 20, lines 21-24, lines 26-27). It would be obvious to one skilled in the art at the time of the invention to combine the teachings of Scully with the teachings of APA in order to evaluate the performance of graphic calls.

Regarding dependent claim 68, Scully teaches a capture means, operatively coupled to a communications path coupling the first and second drivers, for capturing the original graphics call sequence transmitted between the first and second drivers (Figure 2: Receive Command Stream From Source 120 and Modify Command Stream 122), and means for providing the captured graphics call sequence to the at least one graphics call sequence optimization means (Figure 2: Transmit command Stream To Sink 124).

Regarding dependent claim 73, Scully teaches the optimizer is implemented in the first driver (column 10, lines 22 – 25: version renderer 182).

Regarding dependent claim 74, Scully teaches the optimizer is implemented in the second driver (column 4, line 47: physical renderer 136).

Regarding dependent claim 75, Scully teaches the optimization means is implemented in the graphics hardware (column 3, lines 39 – 45: the graphics hardware and renderer stack containing renderers).

Regarding dependent claims 81 and 82, claims 81 and 82 are similar in scope as to claims 39 and 40, thus the rejections for claims 39 and 40 hereinabove is applicable to claims 81 and 82.

Regarding independent claim 83, claim 83 is similar in scope as to claim 41, thus the rejection for claim 41 hereinabove is applicable to claim 83.

Regarding dependent claims 88 and 89, claims 88 and 89 are similar in scope as to claims 39 and 40, thus the rejections for claims 39 and 40 hereinabove is applicable to claims 88 and 89.

Claims 25, 30, 31, and 69 are rejected under 35 U.S.C. 103(a) as being unpatentable over Scully et al. (US 5,982,399) in view of Applicant's Admitted Prior Art (page 20, lines 21 – 24, lines 26 – 27) and Murphy (US 6,348,919).

Regarding dependent claim 25, Scully did not expressly disclose at least one graphics call sequence optimizer comprises a graphics state call coalescer constructed and arranged to eliminate from a continuous series of graphics state calls in the original graphics call sequence one or more graphics state calls that do not cause the continuous series of graphics state calls to effect a change in a rendering by the graphics hardware. Murphy discloses processing block are connected in a long pipeline with communication with the adjacent blocks being done through message passing (column 8, lines 7 – 13) and when a block receives a message, the block either not recognize the message and passes it on to the next block, recognize it as updating some local state to the block and terminates the message, or recognize the message, work with the message and either send a new message and/or modify the message (column 8, lines 30 - 43) and if a message fails to pass, do not pass the message to another block (column 8, lines 44 – 60). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to have renderers that filters through messages of either passing messages along or not passing messages along, especially not passing messages along that fails a

test. One would be motivated to do so because this would allow the system to be efficient by not passing through non-useful messages along the pipeline.

Regarding dependent claim 30, Scully teaches at least the apparatus is implemented in the second driver to cause the second driver to generate the optimized graphics call sequence during real-time operations of the graphics system (column 3, lines 39 – 45: the graphics hardware are bounded by renderer stack having multiple renderers 116; Figure 2: Modify Command Stream 122 then Transmit Command Stream To Sink 124). Scully did not expressly disclose receiving the original graphics call sequence from the first driver. Murphy discloses processing block are connected in a long pipeline with communication with the adjacent blocks being done through message passing (column 8, lines 7 – 13) and when a block receives a message, the block either not recognize the message and passes it on to the next block, recognize it as updating some local state to the block and terminates the message, or recognize the message, work with the message and either send a new message and/or modify the message (column 8, lines 30 - 43) and if a message fails to pass, do not pass the message to another block (column 8, lines 44 – 60). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to have renderers to pass message through if the message is not appropriate for the renderer and to modify the message if the message is appropriate to the renderer. One would be motivated to do so because this would allow the renderers to be efficient in only processing messages pertaining to that particular renderer, wherein specialized renderers are faster and efficient in specific processes, encapsulated in a message.

Regarding dependent claim 31, Scully teaches at least one optimization means is implemented in the graphics hardware to cause the graphics hardware to generate optimized

graphics call sequence during real-time operations of the graphics system (column 3, lines 39 – 45: the graphics hardware are bounded by renderer stack having multiple renderers 116; Figure 2: Modify Command Stream 122 then Transmit Command Stream To Sink 124). Scully did not expressly disclose in response to receiving the original graphics call sequence from the second driver. Murphy discloses processing block are connected in a long pipeline with communication with the adjacent blocks being done through message passing (column 8, lines 7 – 13) and when a block receives a message, the block either not recognize the message and passes it on to the next block, recognize it as updating some local state to the block and terminates the message, or recognize the message, work with the message and either send a new message and/or modify the message (column 8, lines 30 - 43). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to have renderers that filters through messages of either passing messages along or not passing messages along, especially not passing messages along that fails a test. One would be motivated to do so because this would allow the system to be efficient by not passing through non-useful messages along the pipeline. Scully teaches to generate the optimized graphics call sequence during real-time operations of the graphics system (Figure 2: Modify Command Stream 122 then Transmit Command Stream To Sink 124).

Regarding claim 69, claim 69 is similar in scope as to claim 25, thus the rejection for claim 25 hereinabove is applicable to claim 69.

Claims 26 and 70 are rejected under 35 U.S.C. 103(a) as being unpatentable over Scully et al. (US 5,982,399) in view of Applicant's Admitted Prior Art (page 20, lines 21 – 24, lines 26 – 27) and Murphy (US 6,348,919) and "OpenGL™ Reference Manual" (pg 300, 1992).

Regarding dependent claim 26, Scully did not expressly disclose at least one graphics call sequence optimizer comprises a graphics primitive coalescer constructed and arranged to coalesce a continuous series of primitive command sets occurring in the original graphics call sequence, the primitive command sets specifying a same type of discrete primitive and comprising at least one graphics vertex call, the graphics primitive coalescer generating a coalesced primitive command set comprising a plurality of graphics vertex calls causing the graphics hardware to generate a same rendering as the continuous series of primitive command sets. Murphy discloses processing block are connected in a long pipeline with communication with the adjacent blocks being done through message passing (column 8, lines 7 – 13) and when a block receives a message, the block either not recognize the message and passes it on to the next block, recognize it as updating some local state to the block and terminates the message, or recognize the message, work with the message and either send a new message and/or modify the message (column 8, lines 30 - 43) and if a message fails to pass, do not pass the message to another block (column 8, lines 44 – 60). OpenGL™ Reference Manual discloses vertex calls (pg 300). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to have renderers that filters through messages having OpenGL™ commands, such as GLVERTEX, and either passing messages along or not passing messages along, especially not passing messages along that fails a test. One would be motivated to do so

because this would allow the system to be efficient by not passing through non-useful messages along the pipeline.

Regarding claim 70, claim 70 is similar in scope as to claim 26, thus the rejection for claim 26 hereinabove is applicable to claim 70.

Claims 33, 38, 42, 44, 49 – 57, 61 – 63, 76, 78 – 80, 84, and 85 are rejected under 35 U.S.C. 103(a) as being unpatentable over Scully et al. (US 5,982,399) in view of Applicant's Admitted Prior Art (page 20, lines 21 – 24, lines 26 – 27) and Krech, Jr. (US 6,057,852).

Regarding dependent claim 33, Scully did not expressly disclose the plurality of graphics vertex calls in the coalesced primitive command set define a strip primitive and wherein the graphics primitive coalescer is constructed and arranged to remove redundant graphics vertex calls from the coalesced primitive command set that define vertices common to neighboring primitives of the strip primitive and to alter a primitive type specified by the coalesced primitive command set to identify the primitive strip rather than the discrete primitive type. Krech, Jr. discloses well known graphic primitives, such as a "triangle strip" that creates a triangle after the first 3 vertices then another triangle for each additional vertex, the last 2 vertices sent are combined with the next vertex sent to from the 3 vertices of the triangle (column 9, lines 46 – 53 and Table 1). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to incorporate well known OpenGL™ functions that optimizes creation of at least triangle strip, which removes redundant vertices. One would be motivated to do so because this would be faster and efficient.

Regarding dependent claim 38, Scully did not expressly disclose at least one graphics call sequence optimizer comprises a vertex loop generator constructed and arranged to generate a repeatable loop to efficiently process repetitive series of graphics calls occurring in a primitive command set in the original graphics call sequence. Krech, Jr. discloses repeating the steps of incrementing the count and operating on primitive elements until a specified count has been reached (column 3, lines 46 – 64). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to have a loop counter and to terminate the loop once the count has reached a limit. One would be motivated to do so because this would prevent overflow.

Regarding dependent claim 42, Scully did not expressly disclose restructuring the original graphics call sequence comprises removing from a continuous series of graphics state calls in the original graphics state sequence all redundant, duplicative and otherwise unnecessary graphics state calls to form a coalesced continuous series of graphics state calls, wherein the coalesced continuous series of graphics state calls includes a number of graphics state calls that is less than a number of graphics state calls in the continuous series of graphics state calls. Krech, Jr. discloses well known graphic primitives, such as a "triangle strip" that creates a triangle after the first 3 vertices then another triangle for each additional vertex, the last 2 vertices sent are combined with the next vertex sent to from the 3 vertices of the triangle (column 9, lines 46 – 53 and Table 1). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to incorporate well known OpenGL™ well known functions that optimizes creation of at least triangle strip, which removes redundant vertices. One would be motivated to do so because this would be faster and efficient.

Regarding dependent claim 44, Scully did not expressly disclose restructuring the original graphics call sequence comprises coalescing graphics vertex calls contained in a continuous series of primitive command sets that render primitives of the same type in the original graphics call sequence to generate a corresponding coalesced primitive command set in the optimized graphics call sequence effecting a same rendering in the graphics hardware as the original graphics call sequence. Krech, Jr. discloses well known graphic primitives, such as a "triangle strip" that creates a triangle after the first 3 vertices then another triangle for each additional vertex, the last 2 vertices sent are combined with the next vertex sent to from the 3 vertices of the triangle (column 9, lines 46 – 53 and Table 1). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to incorporate OpenGL™ well known functions that optimizes creation of at least triangle strip, which removes redundant vertices. One would be motivated to do so because this would be faster and efficient.

Regarding dependent claim 49, Scully did not expressly restructuring the original graphics call sequence comprises converting, prior to compiling a continuous series of primitive command sets, the specified primitive type from a primitive type that cannot be coalesced to a primitive type that can be coalesced. Krech, Jr. discloses well known graphic primitives, such as a "triangle strip" that creates a triangle after the first 3 vertices then another triangle for each additional vertex, the last 2 vertices sent are combined with the next vertex sent to from the 3 vertices of the triangle, wherein the triangle contains 3 vertices (column 9, lines 46 – 53 and Table 1). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to incorporate OpenGL™ functions that optimizes creation

of at least triangle strip, which removes redundant vertices. One would be motivated to do so because this would be faster and efficient.

Regarding dependent claim 50, Scully did not expressly disclose the graphics API is an OpenGL graphics API, and wherein the graphics primitives comprise line strips, triangle strips, quadrilateral strips, triangle fans, line loops and polygon primitive types. Krech, Jr. discloses line strip, triangle strip, quad mesh, triangle fan, line loop, and quad (Table 1). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to incorporate well known OpenGL™ functions that optimizes creation of primitives. One would be motivated to do so because this would be faster and efficient.

Regarding dependent claim 51, Krech, Jr. teaches the graphics API is an OpenGL API, and wherein converting the specified primitive type comprises converting a primitive type specified in a primitive command set from a line strip to a line when the primitive command set includes 2 graphics vertex calls (Table 1).

Regarding dependent claim 52, Krech, Jr. teaches the graphics interface is an OpenGL API, and wherein converting the specified primitive type comprises converting a primitive type specified in a primitive command set from a triangle strip to a triangle when the primitive command set includes 3 graphics vertex calls (Table 1).

Regarding dependent claim 53, Krech, Jr. teaches the graphics interface is an OpenGL API, and wherein converting the specified primitive type comprises converting a primitive type specified in a primitive command set from a quadrilateral strip to a quadrilateral when the primitive command set includes 4 graphics vertex calls (Table 1).

Regarding dependent claim 54, Krech, Jr. teaches the graphics interface is an OpenGL API, and wherein converting the specified primitive type comprises converting a primitive type specified in a primitive command set from a triangle fan to a triangle when the primitive command set includes 3 graphics vertex calls (Table 1).

Regarding dependent claim 55, Krech, Jr. teaches the graphics interface is an OpenGL API, and wherein converting the specified primitive type comprises converting a primitive type specified in a primitive command set from a line loop to a line when the primitive command set includes 2 graphics vertex calls (Table 1).

Regarding dependent claim 56, Krech, Jr. teaches the graphics interface is an OpenGL API, and wherein converting the specified primitive type comprises converting a primitive type specified in a primitive command set from a polygon strip to a quadrilateral when the primitive command set includes 4 graphics vertex calls (Table 1).

Regarding dependent claim 57, Scully did not expressly disclose restructuring the original graphics call sequence comprises creating a vertex array having vertices identified in a series of graphics vertex calls of a primitive command set for reference by an associated pointer and graphics array call to render one or more of a specified primitive. Krech, Jr. discloses well known graphic primitives, such as a "triangle strip" that creates a triangle after the first 3 vertices then another triangle for each additional vertex, the last 2 vertices sent are combined with the next vertex sent to from the 3 vertices of the triangle (column 9, lines 46 – 53 and Table 1). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to incorporate OpenGL™ well known functions that optimizes creation

of at least triangle strip, which removes redundant vertices. One would be motivated to do so because this would be faster and efficient.

Regarding dependent claim 61, Scully did not expressly disclose restructuring the captured graphics call sequence comprises creating a vertex array having vertices identified in a series of graphics vertex calls of a primitive command set in the original graphics call sequence for reference by an associated graphics array call to render one or more specified primitives. Krech, Jr. discloses well known graphic primitives, such as a "triangle strip" that creates a triangle after the first 3 vertices then another triangle for each additional vertex, the last 2 vertices sent are combined with the next vertex sent to from the 3 vertices of the triangle (column 9, lines 46 – 53 and Table 1). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to incorporate OpenGL™ well known functions that optimizes creation of at least triangle strip, which removes redundant vertices. One would be motivated to do so because this would be faster and efficient.

Regarding dependent claim 62, Scully did not expressly disclose compiling a continuous series of primitive command sets comprises identifying graphics calls that comprise a repetitive series, counting a number of occurrences each the graphics call continuously appears in the primitive command set, and generating an optimized graphics call sequence effecting a loop execution of the repetitive graphics calls for the identified number of times the particular repetitive pattern should be implemented. Krech, Jr. discloses repeating the steps of incrementing the count and operating on primitive elements until a specified count has been reached (column 3, lines 46 – 64). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to have a loop counter and to terminate the

loop once the count has reached a limit. One would be motivated to do so because this would prevent overflow.

Regarding dependent claim 63, Scully did not expressly disclose restructuring the original graphics call sequence comprises removing from a continuous series of graphics state calls in the original graphics state sequence all redundant, duplicative and otherwise unnecessary graphics state calls to form a coalesced continuous series of graphics state calls, wherein the coalesced continuous series of graphics state calls includes a number of graphics state calls less than a number of graphics state calls in the continuous series of graphics state calls and causing the graphics hardware to render a same image as the continuous series of graphics state calls. Krech, Jr. discloses well known graphic primitives, such as a "triangle strip" that creates a triangle after the first 3 vertices then another triangle for each additional vertex, the last 2 vertices sent are combined with the next vertex sent to from the 3 vertices of the triangle (column 9, lines 46 – 53 and Table 1). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to incorporate OpenGL™ well known functions that optimizes creation of at least triangle strip, which removes redundant vertices. One would be motivated to do so because this would be faster and efficient.

Regarding dependent claim 76, Scully did not expressly disclose the plurality of graphics vertex calls in the coalesced primitive command set define a strip primitive and wherein the graphics primitive coalescing means comprises means for removing redundant graphics vertex calls from the coalesced primitive command set that define vertices common to neighboring primitives of the strip primitive and to alter a primitive type specified by the coalesced primitive command set to identify the primitive strip rather than the discrete primitive type. Krech, Jr.

discloses well known graphic primitives, such as a "triangle strip" that creates a triangle after the first 3 vertices then another triangle for each additional vertex, the last 2 vertices sent are combined with the next vertex sent to from the 3 vertices of the triangle, wherein the triangle contains 3 vertices (column 9, lines 46 – 53 and Table 1). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to incorporate OpenGL™ functions that optimizes creation of at least triangle strip, which removes redundant vertices. One would be motivated to do so because this would be faster and efficient.

Regarding dependent claim 78, Scully did not expressly disclose the optimization means further comprises primitive type converting means for converting a primitive type specified in a primitive command set in the original graphics call sequence from a non-combinable primitive type including primitives that cannot be coalesced by the graphics primitive coalescing means to a combinable primitive type that can be coalesced by the graphics primitive coalescing means. Krech, Jr. discloses well known graphic primitives, such as a "triangle strip" that creates a triangle after the first 3 vertices then another triangle for each additional vertex, the last 2 vertices sent are combined with the next vertex sent to from the 3 vertices of the triangle, wherein the triangle contains 3 vertices (column 9, lines 46 – 53 and Table 1). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to incorporate OpenGL™ functions that optimizes creation of at least triangle strip, which removes redundant vertices. One would be motivated to do so because this would be faster and efficient.

Regarding dependent claim 79, Scully did not expressly disclose the optimization means comprises vertex array generating means for creating a vertex array having vertices identified in

a series of graphics vertex calls of a primitive command set in the original graphics call sequence, and to generate an associated offset for reference by a graphics array call that uses the array of vertices to render a number of specified primitives. Krech, Jr. discloses well known graphic primitives, such as a "triangle strip" that n vertices-draws a triangle after the first 3 vertices then another triangle for each additional vertex, the last 2 vertices sent are combined with the next vertex sent to from the 3 vertices of the triangle and draws n - 2 triangles, wherein the triangle contains 3 vertices (column 9, lines 46 – 53 and Table 1). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to incorporate OpenGL™ functions that optimizes creation of at least triangle strip, which removes redundant vertices. One would be motivated to do so because this would be faster and efficient.

Regarding dependent claim 80, Scully did not expressly disclose the optimization means comprises vertex loop generating means for generating a repeatable loop to efficiently process repetitive series of graphics calls occurring in a primitive command set in the original graphics call sequence. Krech, Jr. discloses repeating the steps of incrementing the count and operating on primitive elements until a specified count has been reached (column 3, lines 46 – 64). It would have been obvious for one of ordinary skill in the art at the time of the invention to modify Scully's system to have a loop counter and to terminate the loop once the count has reached a limit. One would be motivated to do so because this would prevent overflow.

Regarding dependent claims 84 and 85, claims 84 and 85 are similar in scope as to claims 33, 44, thus the rejections for claims 33, 44 hereinabove are applicable to claims 84 and 85.

Double Patenting

A rejection based on double patenting of the "same invention" type finds its support in the language of 35 U.S.C. 101 which states that "whoever invents or discovers any new and useful process ... may obtain a patent therefor ..." (Emphasis added). Thus, the term "same invention," in this context, means an invention drawn to identical subject matter. See *Miller v. Eagle Mfg. Co.*, 151 U.S. 186 (1894); *In re Ockert*, 245 F.2d 467, 114 USPQ 330 (CCPA 1957); and *In re Vogel*, 422 F.2d 438, 164 USPQ 619 (CCPA 1970).

A statutory type (35 U.S.C. 101) double patenting rejection can be overcome by canceling or amending the conflicting claims so they are no longer coextensive in scope. The filing of a terminal disclaimer cannot overcome a double patenting rejection based upon 35 U.S.C. 101.

Claim 72 is rejected under 35 U.S.C. 101 as claiming the same invention as that of claim 46 of prior U.S. Patent No. 6,631,423. This is a double patenting rejection.

The nonstatutory double patenting rejection is based on a judicially created doctrine grounded in public policy (a policy reflected in the statute) so as to prevent the unjustified or improper timewise extension of the "right to exclude" granted by a patent and to prevent possible harassment by multiple assignees. A nonstatutory obviousness-type double patenting rejection is appropriate where the conflicting claims are not identical, but at least one examined application claim is not patentably distinct from the reference claim(s) because the examined application claim is either anticipated by, or would have been obvious over, the reference claim(s). See, e.g., *In re Berg*, 140 F.3d 1428, 46 USPQ2d 1226 (Fed. Cir. 1998); *In re Goodman*, 11 F.3d 1046, 29 USPQ2d 2010 (Fed. Cir. 1993); *In re Longi*, 759 F.2d 887, 225 USPQ 645 (Fed. Cir. 1985); *In re Van Ornum*, 686 F.2d 937, 214 USPQ 761 (CCPA 1982); *In re Vogel*, 422 F.2d 438, 164 USPQ 619 (CCPA 1970); and *In re Thorington*, 418 F.2d 528, 163 USPQ 644 (CCPA 1969).

A timely filed terminal disclaimer in compliance with 37 CFR 1.321(c) or 1.321(d) may be used to overcome an actual or provisional rejection based on a nonstatutory double patenting ground provided the conflicting application or patent either is shown to be commonly owned with this application, or claims an invention made as a result of activities undertaken within the scope of a joint research agreement.

Effective January 1, 1994, a registered attorney or agent of record may sign a terminal disclaimer. A terminal disclaimer signed by the assignee must fully comply with 37 CFR 3.73(b).

Claim 41 is rejected on the ground of nonstatutory obviousness-type double patenting as being unpatentable over claim 20 of U.S. Patent No. 6,631,423. Although the conflicting claims are not identical, they are not patentably distinct from each other because:

10/657,946 (Claim 41)	Patent No. 6,631,423 (Claim 20)
In a graphics system including a graphics application communicating with graphics hardware through a first driver interfaced with the graphics application and a second driver interfaced with the graphics hardware, and a graphics interface through which the first driver transmits original graphics call sequences to the second driver, a method for optimizing the original graphics call sequence to generate an optimized graphics call sequence causing the graphics hardware to render with improved performance, a same image as the original graphics call sequence, the method comprising:	In a graphics system including a graphics application communicating with graphics hardware through a first driver interfaced with the graphics application and a second driver interfaced with the graphics hardware, and a graphics interface through which the first driver transmits original graphics call sequences to the second driver, a method for optimizing the original graphics call sequence to generate an optimized graphics call sequence causing the graphics hardware to render with improved performance, a same image as the original graphics call sequence, the method comprising:
capturing the original graphics call sequence;	capturing the original graphics call sequence;
restructuring the original graphics call sequence to produce the optimized graphics call sequence; and	restructuring the original graphics call sequence to produce the optimized graphics call sequence; and
measuring performance of the graphics system when processing the optimized graphics call sequence.	measuring performance of said optimized graphics call sequence,
	wherein said graphics application is modified base upon performance improvements achieved in said graphics hardware when provided said optimized graphics call sequence, said modified graphics application producing said optimized graphics call sequence rather than said original graphics call sequence.

The essential difference between claim 20 of Patent No. 6,631,423 and claim 41 of 10/657,946 is that claim 41 of 10/657,946 does not recite "wherein said graphics application is modified base upon performance improvements achieved in said graphics hardware when provided said optimized graphics call sequence, said modified graphics application producing

said optimized graphics call sequence rather than said original graphics call sequence". It would have been obvious to perform the method of claim 20 of Patent No. 6,631,423 by omitting "wherein said graphics application is modified base upon performance improvements achieved in said graphics hardware when provided said optimized graphics call sequence, said modified graphics application producing said optimized graphics call sequence rather than said original graphics call sequence", which is essentially similar to claim 41 of 10/657,946. One would be motivated to do so because producing the optimized graphics call sequence from a specialized hardware render instead of a software application would be faster.

Claim 67 is rejected on the ground of nonstatutory obviousness-type double patenting as being unpatentable over claim 46 of U.S. Patent No. 6,631,423. Although the conflicting claims are not identical, they are not patentably distinct from each other because:

10/657,946 (Claim 67)	Patent No. 6,631,423 (Claim 46)
In a graphics system including a graphics application communicably coupled with a graphics hardware through a first driver interfaced with the graphics application and a second driver interfaced with the graphics hardware, the drivers communicating with each other through a graphics interface, a performance optimization apparatus comprising:	In a graphics system including a graphics application communicably coupled with a graphics hardware through a first driver interfaced with the graphics application and a second driver interfaced with the graphics hardware, the drivers communicating with each other through a graphics interface, a performance optimization apparatus comprising:
graphics call sequence optimization means for processing the original graphics call sequence to produce an optimized graphics call sequence; and	graphics call sequence optimization means for processing the original graphics call sequence to produce an optimized graphics call sequence; and
measuring means for measuring performance of the graphics system when processing the optimized graphics call sequence.	measuring means for measuring performance of said optimized graphics call sequence,
	wherein said graphics application is modified base upon performance improvements achieved in said graphics hardware when

	provided said optimized graphics call sequence, said modified graphics application producing said optimized graphics call sequence rather than said original graphics call sequence.

The essential difference between claim 46 of Patent No. 6,631,423 and claim 67 of 10/657,946 is that claim 67 of 10/657,946 does not recite "wherein said graphics application is modified base upon performance improvements achieved in said graphics hardware when provided said optimized graphics call sequence, said modified graphics application producing said optimized graphics call sequence rather than said original graphics call sequence". It would have been obvious to perform the method of claim 46 of Patent No. 6,631,423 by omitting "wherein said graphics application is modified base upon performance improvements achieved in said graphics hardware when provided said optimized graphics call sequence, said modified graphics application producing said optimized graphics call sequence rather than said original graphics call sequence", which is essentially similar to claim 67 of 10/657,946. One would be motivated to do so because producing the optimized graphics call sequence from a specialized hardware render instead of a software application would be faster.

Claim 83 is rejected on the ground of nonstatutory obviousness-type double patenting as being unpatentable over claim 61 of U.S. Patent No. 6,631,423. Although the conflicting claims are not identical, they are not patentably distinct from each other because:

10/657,961 (Claim 83)	Patent No. 6,631,423 (Claim 61)
In a graphics system including a graphics application communicably coupled with a graphics hardware through a first driver interfaced with the graphics application and a second driver interfaced with the graphics hardware, the drivers communicating with each	In a graphics system including a graphics application communicably coupled with a graphics hardware through a first driver interfaced with the graphics application and a second driver interfaced with the graphics hardware, the drivers communicating with each

other through a graphics interface, a performance optimization apparatus comprising:	other through a graphics interface, a performance optimization apparatus comprising:
graphics call sequence optimization means for processing the original graphics call sequence to produce an optimized graphics call sequence; and	graphics call sequence optimization means for processing the original graphics call sequence to produce an optimized graphics call sequence; and
measuring means for measuring performance of the graphics system when processing the optimized graphics call sequence.	measuring means for measuring performance of said optimized graphics call sequence.
	wherein said graphics application is modified base upon performance improvements achieved in said graphics hardware when provided said optimized graphics call sequence, said modified graphics application producing said optimized graphics call sequence rather than said original graphics call sequence.

The essential difference between claim 61 of Patent No. 6,631,423 and claim 83 of 10/657,946 is that claim 83 of 10/657,946 does not recite "wherein said graphics application is modified base upon performance improvements achieved in said graphics hardware when provided said optimized graphics call sequence, said modified graphics application producing said optimized graphics call sequence rather than said original graphics call sequence". It would have been obvious to perform the method of claim 61 of Patent No. 6,631,423 by omitting "wherein said graphics application is modified base upon performance improvements achieved in said graphics hardware when provided said optimized graphics call sequence, said modified graphics application producing said optimized graphics call sequence rather than said original graphics call sequence", which is essentially similar to claim 83 of 10/657,946. One would be motivated to do so because producing the optimized graphics call sequence from a specialized hardware render instead of a software application would be faster.

Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Jeffrey J. Chow whose telephone number is (571)-272-8078. The examiner can normally be reached on Monday - Friday 10:00AM - 5:00PM (EST).

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Ulka Chauhan can be reached on (571)-272-7782. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

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